



Game Design Document

Betrayal Games

Version 2.1

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Document Revisions Table

Version	Description	Requestor	Date
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0.2	Clark: Initial Outline, Intro and Outro Scenes, Interactions Table, Mechanics Flowchart	Clark	12/2/2014
0.3	Clark: Player, Object Descriptions, HUD/Camera, Health and Checkpoints Systems, Controls, References	Clark	12/3/2014
0.4	Clark: World Layout and Overview, Levels 1-3, Enemies, High Concept, Story, Style and Tone, Backstory, Updated References	Clark	12/4/2014
1.0	Clark: First Draft	Worrell	12/4/2014
1.1	Clark Revisions: Fireballs cause golems to enrage/charge, added Cracked Basalt as a destructible material, adjusted the spread of Natural Gas, added player choice for keyboard/button layout, Changed hand defaults, Currently, no Interaction indicator in HUD, Changed name to Kaya, Reduced Golem alert delay	Team Discussion	12/5/2014
1.2	Clark: Added timer for frozen Golems p. 13, Updated Obsidian p. 18, Changed World Layout p. 27, Addressed some Graded Commentary, Updated Interactions Chart p. 15, Updated HUD Desaturation p. 25, Updated Amber Arches p. 18	Clark	12/17/2014
1.3	Clark: Added Geysers and Waterfalls p. 19	Clark	12/19/2014
1.4	Clark: Clarified Golem Charge p. 15	Clark	1/9/2015
1.5	Clark: Altered Geyser mechanic p. 19, added switch functionality to Torches p. 18, Removed Gravel Ground and added Pressure Plates p. 25, Changed Amber to Copper throughout	Clark	1/12/2015
1.6	Clark: Added Outlines for Levels 1 and 2 p. 31, Added Skill Progression Chart p. 30	Clark	1/13/2014
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1.8	Clark: Added Pickup System p. 26	Clark	1/28/2015
1.9	Clark: Updated Tone to include Copper Inuit Tribe influence p. 6, Updated Backstory p. 8, Updated Waterfalls to include mesh p. 19, Updated Geysers to shatter p. 19, Removed remapping hands p. 27, No jump while carrying Ice Block p. 14	Clark	2/3/2015
2.0	Clark: Added "Flowing Water" specification p. 20, Reduced Fireball Lifetime to .6 sec and , Increased Jump velocity p. 14 , Added Switch torches, Pressure Plate diagram, and Spirit Particles pp. 26-28, Added lattice-work / portcullis p. 28	Clark	2/5/2015
2.1	Clark: Updated current Kaya jump height, length, run speed, Icebeam ability p. 14, Updated Pressure Plates p. 27, Updated Spirit Trail to grant powers p. 28, Changed Latticed to break Ice Blocks p. 30, Updated Golem's neutral state p. 16, Updated World Overview p. 36	Clark / Group Discussion	2/20/2015

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Concept

High Concept



1 Inua Concept

Inua is a first-person 3D single-player action puzzler in which players use ice and fire to manipulate their environment, utilize combative enemies in creative ways, and progress through an ancient, overgrown temple.

Game Description

Pillars

1. Power of Nature
2. Interactive Environment
3. Discovery

Story Synopsis

A young woman named Kaya ventures into the temple of a nature goddess. Kaya must obtain her totem element—an external expression of her nature that each individual in her tribe must achieve. To her surprise, she obtains control of both ice and fire. Presented with more questions than answers at the start of her spiritual journey, Kaya's adventure continues to the highest terrace of the Elemental Temple.

The volcanic temple is the seat of truth for Kaya's people, and prophecy maintains that one Great Soul will brave the temple's golems, and attain balance at the top. Although many initiates have attempted to stand at the top of the temple, no one ever has—until now.

Style and Tone

Focusing on the grandeur and transformative power of nature, *Inua* presents the player with a world they can bend to their will. Players live the fantasy of controlling the primal forces of Ice and Fire, switching their surroundings between different states of being. At a whim, players utilize either the cold, rigid, and deceptively powerful element of Ice, or the chaotic, destructive, and mesmerizingly beautiful element of Fire.

In addition to fulfilling these fantasies, *Inua* rewards the player for cunning play. Each new room presents an impediment to progression through the temple, but has multiple possible solutions. As a result, *Inua* encourages the creative exploration of the environment, and the two dynamic abilities at the player's disposal.

The realistic-fantasy art style communicates the beautiful, but unforgiving landscape and the Elemental Temple in which *Inua* takes place. While *Inua* represents the magnificence of nature through breathtaking environmental visuals, it also communicates a sense of mystery through imperfect geometry within the temple and surrounding volcanic formations. The Elemental Temple represents a powerful confluence of natural elements, juxtaposing the dark sheen of basalt structures with the vibrant sun-orange of flowing lava veins, and verdant patches of moss. While Kaya comes from a fictional village, the art of the Copper Inuit Tribe inspires the tattoos, art, and designs of her people.

Gameplay Minute

Kaya enters the temple cave formation, surrounding by subterranean rivers, Lava Veins, and Reindeer moss.

Kaya encounters a gap with a pressure plate activated bridge.

A Stone Golem in patrol along the rim of the formation. Kaya stays out of its sight to avoid provoking it.

As the Stone Golem passes by some shallow water, Kaya steams the water with a Fireball.

The steam wets the Stone Golem. It becomes enraged and charges at Kaya.

Kaya sidesteps the Stone Golem, and freezes it with an Ice beam.

Kaya slides the frozen Stone Golem onto the pressure plate, and walks across the bridge.

Kaya encounters a cracked basalt wall blocking her path, and sees a lava vein above.

With an Ice Beam Kaya hardens part of the lava vein to direct its flow onto the wall.

Kaya steams the river with a Fireball, and shoots the steam with an Ice Beam creating a block of ice.

Kaya leaps onto the block of Ice. One of the Stone Golems stops chase in time, but the other falls into the river and dies.

As the dead Stone Golem reconstitutes in the distance, Kaya ventures on.

Kaya burns away moss on the wall, revealing a hidden Cave Painting.

Backstory

Long Past

Kaya's tribe once lived as nomads, and have always been people of the land. They wandered the barren tundra.

One winter, a falling star led them to an oasis at the base of a volcanic temple. This was a sign of the nature goddess' favor. The people constructed a permanent village at the foot of this temple, and the nature goddess blessed the people with an abundance of food and resources. Among the nature goddess' gifts were a special blessing: each person gained control over either ice or fire.

Presented with such abundance over many generations, Kaya's people became avaricious and complacent. They believed they fell out of favor with the nature goddess. In truth, they lost their spiritual connection with the land, and thus with the goddess.

Without the protection of the nature goddess, Kaya's people became subject to the powerful natural forces surrounding them. In desperation, Kaya's people began sending their most powerful shamans to the temple to obtain the powers once freely granted to them. The keepers of the temple, large golem-like creatures called the Inukshuk, defended against the people's incursion.

A Great Soul is Born

Over time, this practice became a rite of passage for the bravest among Kaya's people. To gain control of a totem element, shamans must venture into the temple, perform their trial, and return to the village. Not every shaman returned from the trial.

When the shamans fail, the temple traps their essence in the form of another Inukshuk. Yearning to reconnect with Kaya's people but unable to given their nature, the goddess incarnates herself in the form of one of these Great Souls.

Every ten years, a child is born under a falling star. The falling star marks these children as "Great Souls"—individuals touched by the goddess. The current vessel for the goddess carries the name Kaya.

Kaya's Trials

Approaching young adulthood, Kaya has witnessed avarice and contention among her people. Unlike the prideful shamans preceding her, Kaya does not benefit from years of training. However, she feels a connection to the temple, and believes she can redeem her village.

She travels to the temple of the nature goddess and begins her journey, a search for personal meaning. But she discovers much more. The temple bars Kaya's exit as she enters, as though welcoming her for the trials.

Conclusion

If Kaya climbs the inner caverns of the temple, masters ice and fire, and completes her trials, she releases the spirits the temple retains and brings harmony to her village once more. Every ten years, a child is born under a falling star. The falling star marks these children as "Great Souls"—individuals

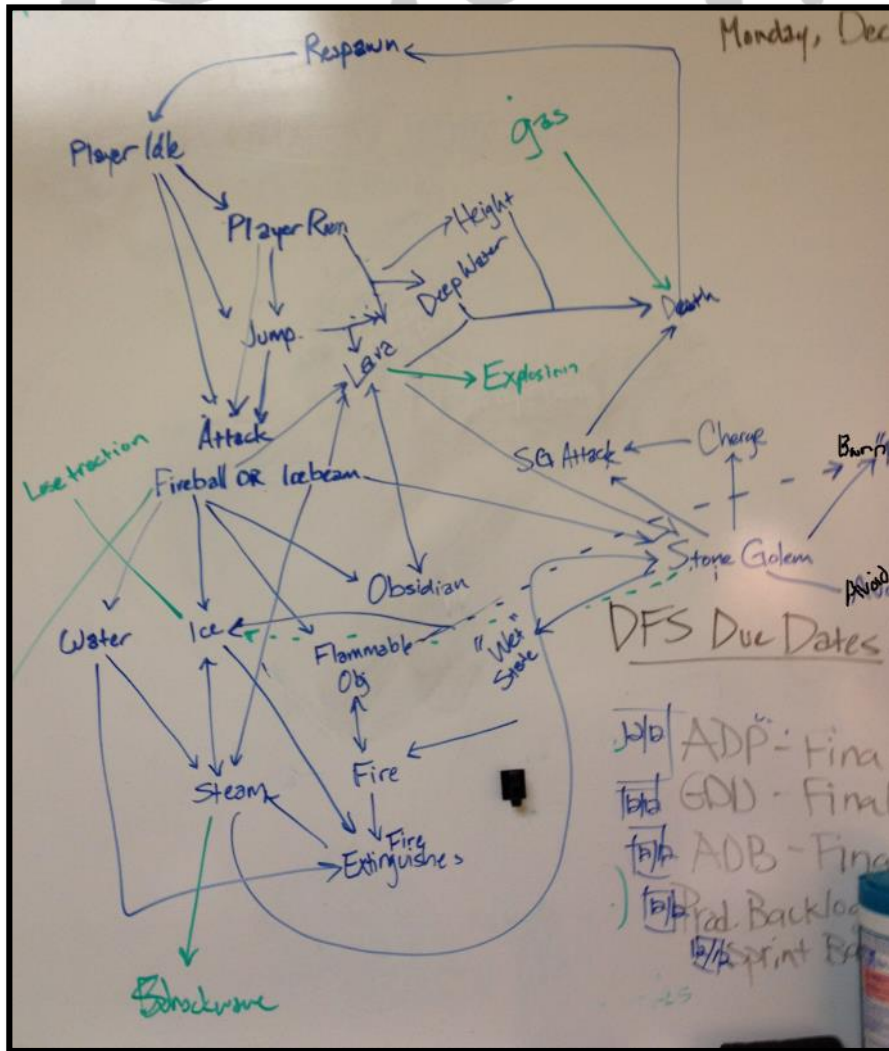
touched by the goddess. Upon reaching young adulthood, the Inukshuk break into the village and abduct these Great Souls.



Gameplay

Core Gameplay Mechanics

Mechanics Flow Chart



2 Placeholder Mechanics Flowchart

Player's Objective

Primary Objective

Reach the top of the Elemental Temple and release the trapped souls.

Secondary Objective

Obtain all the pieces of the mural, and reveal clues as to the history of Kaya's people and the nature goddess.

Kaya ("Guardian Spirit")

Kaya is a young woman from a tribal culture on a Northern archipelago. Every member of her village can control a totem element of either fire or ice. However, as the incarnation of a powerful natural goddess, Kaya can control the elements of both fire and ice. While she has an illustrious cosmic origin, Kaya must face her rite of initiation like any member of her village. Kaya enters the Elemental Temple in search of personal meaning and purpose, but discovers more than she ever could have imagined. Thrown into a situation beyond her means, Kaya must discover her inner strength, and confront duality in herself and her environment.

Concept



3 Kaya

Dimensions

.4 m x .4 m x 1.6 m

Player Movement/Interactions

Ability	Description	Speed/Force	Notes
Walk/Run	Moves the player forward, backward, or side-to-side	4.35 m/s; accelerating instantly	<ul style="list-style-type: none"> Player pushes frozen objects on collision
Jump	The player jumps a maximum of 1.0 m, or at a reduced height and maximum length of 4 m	Applies an upward velocity of 4.75 m/s, and a downward velocity of 13.5 m/s	
Ice Beam	The player shoots a continuous beam of ice from their right hand	10.0 m/s	<ul style="list-style-type: none"> Freezes water, steam, and “wet” objects Freezes the Golem after a sustained blast of 1.5 seconds Creates temporary ice on non-wet objects that fades after 4.0 s
Fireball	The player shoots a ball of fire from their right hand subject to a cool-down of 1.0 s	1 sec lifetime; 30.0 m/s	<ul style="list-style-type: none"> Dissipate after collision, or a maximum range of 30 m Enflames Reindeer Moss, Stone Golems, and Natural Gas Creates a shockwave on contact with Steam Enrages Stone Golems on impact
Carry	The player carries an object	N/A	<ul style="list-style-type: none"> The player moves at .85 speed (3.7 m/s), and cannot jump while carrying an object

Table 2: Player Abilities

Stone Golems

The Stone Golem is the basic enemy in *Inua*, and function as agents the Elemental Temple's "immune system". They are spiritual energy and basalt rock shards manifested in a somewhat humanoid form. The player's first encounter with a Stone Golem reflects the sheer power and danger of the Golem as a movable hazard. The creature lacks intelligence, but defends the secrets of the temple at all costs and attacks the player on sight.

Concept



4 Concept for the Golem

Dimensions

1.0 m x 1.0 m x 2.6 m

Enemy Movement/Interactions

Ability	Description	Speed/Force	Notes
Patrol	The Stone Golem follows a preset path around the room or level, ignoring the player unless he or she stands in their path	2.0 m/s; accelerating at 2.0 m/s ²	<ul style="list-style-type: none"> If the player obstructs the Stone Golem's patrol, it swats them away after a 1.0 sec delay
Enraged Charge	A gap-closer; the Stone Golem locks onto the player's current location within 10 m and charges, imparting a successful attack on collision	8.0 m/s; accelerating at 6.0 m/s ²	<ul style="list-style-type: none"> Golems become enraged when hit by fireballs Charging puts out the flames on the Golem, and returns it to a non-enraged state
Attack	The Stone Golem swings its lumbering arms in an attempt to damage an enemy or object; imparting 60 damage on a successful hit	Successful hits apply an accelerative force of 3.0 m/s ² (a minor knockback)	<ul style="list-style-type: none"> If a destructible object obstructs the Stone Golem's patrol, it will attack and destroy it If frozen, a Stone Golem breaks out of its ice prison after 5.0 s
Avoid	The Stone Golem actively avoids substances that are immediately detrimental to its existence in the world	N/A	<ul style="list-style-type: none"> The Stone Golem will not cross Lava
Break Ice	After becoming Frozen by Kaya's Ice Beam, the Stone Golem breaks out of the Ice	N/A	<ul style="list-style-type: none"> The Stone Golem break out of the Frozen State after 7.0 seconds
Fire Resistance	The Stone Golem functions within a volcanic temple; while it is flammable, the Stone Golem takes no damage from fire	N/A	

Table 3: Golem Abilities

Objects System

Object Interactions

	Steam	Environ. Ice	Water (Shallow)	Lava	Environ. Fire	Fireball	Ice Beam	Stone Golem	"Burning" Objects	"Wet" Objects
Steam	N/A	N/A	N/A	N/A	N/A	Shockwave	Creates Ice	Enters "Wet State"	N/A	N/A
Environ. Ice	N/A	N/A	N/A	Destroys Ice; creates Walkable Obsidian and Steam	Destroys Ice; Delayed Destroys Fire	Destroys Ice; Creates Steam	N/A	N/A	Destroys Ice; Delayed Destroys Fire	N/A
Water (Shallow)	N/A	N/A	N/A	Creates Steam ; creates Obsidian	Destroys Fire; Creates Steam	Creates Steam	Creates Ice	N/A	Destroys Fire; Creates Steam	N/A
Lava	N/A	Destroys Ice; creates Obsidian and Steam	Creates Steam ; creates Obsidian and Steam	N/A	N/A	N/A	Creates Obsidian	Destroys Golem; Actively avoided by SG	Destroys Object	Creates Steam ; leaves "Wet State"
Environ. Fire	N/A	Destroys Ice; Delayed Destroys Fire	Destroys Fire; Creates Steam	N/A	N/A	N/A	Destroys Fire; Creates Steam	Enters "Burning State"	N/A	Creates Steam ; leaves "Wet State"
Fireball	Shockwave	Destroys Ice; Creates Steam	Creates Steam	N/A	N/A	N/A	N/A	Enters "Burning State"	N/A	Creates Steam ; leaves "Wet State"
Ice Beam	Creates Ice	N/A	Creates Ice	Creates Obsidian	Destroys Fire; Creates Steam	N/A	N/A	Slowed	Destroys Fire; Creates Steam	Creates Ice ; Freezes Object
Stone Golem	Enters "Wet State"	N/A	N/A	Destroys Golem; Actively avoided by SG	Enters "Burning State"	Enters "Burning State"	Slowed	N/A	Enters "Burning State"	N/A
"Burning" Objects	N/A	Destroys Ice; Delayed Destroys Fire	Destroys Fire; Creates Steam	Destroys Object	N/A	N/A	Destroys Fire; Creates Steam	Enters "Burning State"	N/A	Creates Steam ; leaves "Wet State"
"Wet" Objects	N/A	N/A	N/A	Creates Steam ; leaves "Wet State"	Creates Steam ; leaves "Wet State"	Creates Steam ; leaves "Wet State"	Creates Ice ; Freezes Object	N/A	Creates Steam ; leaves "Wet State"	N/A

Table 4: Object Interactions

Substances

Fire



5 Fire spreading to flammable areas

Fire in *Inua* reflects the chaotic, destructive, and mesmerizingly beautiful aspects of nature. Accordingly, Fire destroys to other flammable areas after contact of 3.0 or more seconds. Fire melts Ice 1.0 cubic meters of ice every 6.0 s, and creates a cubic meter of steam on contact with water (extinguishing afterwards without a fuel source such as Gas). Fire also does 30 damage per second (DPS) to the player on contact.

Reindeer Moss



6 Reindeer Moss

Reindeer Moss is the primary flammable substance in *Inua*. Because the moss ubiquitously covers ruins in the temple, it serves as appropriate tinder for Fire. Reindeer Moss occasionally “gums up” the inner mechanical workings of the Elemental Temple, but Fire destroys it. It burns for 6.0 s before extinguishing on its own, and does not grow back afterward. The Fire from Reindeer Moss interacts with any other substance as Fire would normally.

Torches



7 A Torch lit by a Fireball

Like Reindeer Moss, Torches are flammable but more focused in purpose. When lit, torches illuminate a surrounding area of approximately 5.0 square meters. Torches also activate doors and lattices when lit in a level-specific combination (See: Switch Torches). The Fire from Torches interacts with any other substance as Fire would normally.

Ice



8 Environmental ice formations

Ice in *Inua* reflects the cold, rigid, and deceptively powerful side of nature. The player uses Ice to build bridges and platforms, reduce friction on the ground, to weight puzzle elements, and to slow or root their enemies. Ice remains frozen until broken by a Stone Golem's charge, or until Fire melts it. Melted Ice creates Shallow Water.

Water



9 Water

Amidst the natural cave formations in the Elemental Temple, inlets of melting ice and subterranean rivers present sources of water. Water extinguishes Fire on contact, turns Lava into Obsidian on contact, and creates Steam on contact with Lava or Fire. Shooting Water with an Ice Beam creates walkable Ice that remains until melted.

Flowing Water

Flowing water imparts directional force to Ice Hex Tiles, Ice Blocks, Debris, and the Player. The force imparted to an object is level specific, but ranges from 5 UU to 25 UU. The player can stop Flow in water by freezing its source (See: Waterfall).

Geyser

Geysers are subterranean sources of water that spray water vertically. The player freezes or melts geysers to create platforms of varying heights, and to wet or block Golems. While geysers are always spraying water, the pressure of the geysers change to raise and lower the geyser's apex. A geyser's base spray height is .5 m, and maximum spray height is 5.5 meters. The rate at which a geyser changes height is level specific, but all frozen geysers shatter after 10 sec.

Waterfall

Waterfalls occur from raised platforms in *Inua*, and flow into Water beneath them. Pools of Water attain "Flow" away from the direction Waterfalls pour into them. Shooting the center mass of a waterfall with an Ice Beam does nothing mechanically, but freezes the water into ice shards that shatter. The player can plug a waterfall by shooting ice at its source. Freezing a waterfall stops the Flow of antecedent water pools.

Steam

10 Steam rising from a heated puddle of Shallow Water

Steam wets objects within its cloud, pushes objects away when combined with a Fireball, and is a reagent in creating Ice. Objects and enemies that go into a Steam cloud enter the “Wet” State. When hit with a Fireball, Steam in *Inua* creates an expansive Shockwave that accelerates objects within 2.0 square meters away from the center of the blast at 10.0 m/s^2 . When hit with the Ice Beam, Steam dissipates and forms .75 cubic meters of Ice.

Lava



11 Lava

Lava in *Inua* represent the hazardous, yet steadily flowing lifeblood of the earth. Lava is the hot, liquid form of Obsidian, and destroys the player, enemies, and destructible objects after brief contact (less than 3.0 seconds on average, dealing 60 DPS to the player). Furthermore, Lava sends flammable objects such as Reindeer Moss, Torches, and Stone Golems into a “Burning” State. Lava hardens into Obsidian on contact with Water, but not on contact with Steam.

Lava Column

12 A Lava Column (NEEDS REFERENCE)

Lava creates a Lava Column when it flows from a raised platform or cenote. Lava Columns act as a vertical hazard for the player, adjusting their path through the level.

Obsidian



13 Obsidian

Obsidian is the hardened form of Lava, and provides a walkable surface for the player on lava. Obsidian does not block or alter the flow of Lava. Players distinguish Obsidian from normal rock because of its notable sheen and reflective nature. Obsidian melts after 5.0 s of contact with fire or lava, or after two successful hits with a Fireball.

Cracked Basalt



14 Cracked Basalt

Cracked Basalt is destructible volcanic rock. The player recognizes Cracked Basalt's lack of structural integrity because of its crack that reveal glowing "lava veins".

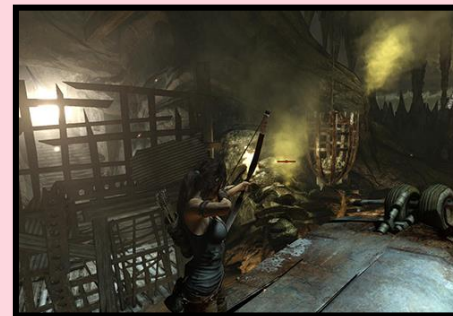
Commented [G1]: ~~REMOVED: Natural Gas~~



14 Vapor trails of Natural Gas

While Natural Gas acts as a source of fuel for heating parts of Kaya's village, in the Elemental Temple it becomes as dangerous as it is useful. Natural Gas fills a 10 square meter area surrounding the corresponding Gas Vent. This prevents the player from using Fireball in that area, and discourages them from allowing environmental Fire to enter the area. The player notices Natural Gas by its vapor distortions in the atmosphere, and by objective updates in rooms filled with Natural Gas.

Gas Vent



15 Gas Vents in the middle and top-right of the screen

Gas Vents are controlled outlets of Natural Gas in the Elemental Temple. When in a "Wet" State, Ice Beams freeze Gas Vents and prevent them from spewing Natural Gas. When ignited by Fire or a Fireball, Gas Vents become a constantly burning 1.0 cone of fire. This cone of fire interacts with other substances as normal Fire would.

Object States and Types

Destructible

Like the player, Destructible objects are objects that have a finite amount of life and decompose at 0.0 or less HP. This include Reindeer Moss, Stone Golems, "Frozen" objects, and miscellaneous non-organic objects tagged as Destructible (e.g. crates, debris, etc.). Destructible objects take damage from Fire, Lava, and Stone Golem attacks.

Flammable

Flammable objects are any objects that catch fire when in contact with Fire for 3.0 or more seconds, including Reindeer Moss, Stone Golems, and miscellaneous tinder tagged as Flammable (e.g. crates, debris, etc.). While all Flammable objects burn in this fashion, only destructible objects take damage from Fire. For example, while a Torch is flammable, the player cannot destroy it with Fire. (NOTE: While Stone Golems are both Destructible and Flammable objects, they have a resistance to damage from mere Fire).

"Burning"

"Burning" objects are actively on fire. If they are destructible, they incur 30 DPS from fire and decompose at the end of their available health. Fire on "Burning" objects interacts with other substances as it normally would.

"Wet"

"Wet" objects occur when Steam covers an object, indicated by water droplets condensing, glistening, and falling from the object. The player can freeze objects in the "Wet" State. Objects remain in the "Wet" State until frozen by an Ice Beam, or dried by Fire, Lava, or Fireballs.

"Frozen"

A cube or rectangular prism of Ice encases "Frozen" objects. For the duration of their freeze, "Frozen" objects are in both "Low Friction" and "Destructible" States simultaneously.

Level Objects

Copper Archways



15 Copper infused with spiritual energy, activated by Kaya's presence

Copper Archways are spiritually-infused conduits to Ahn, the nature goddess, and “activate” by glowing orange when the player passes through them. They function as checkpoints for the player, respawning the player upon death (See: Checkpoint System).

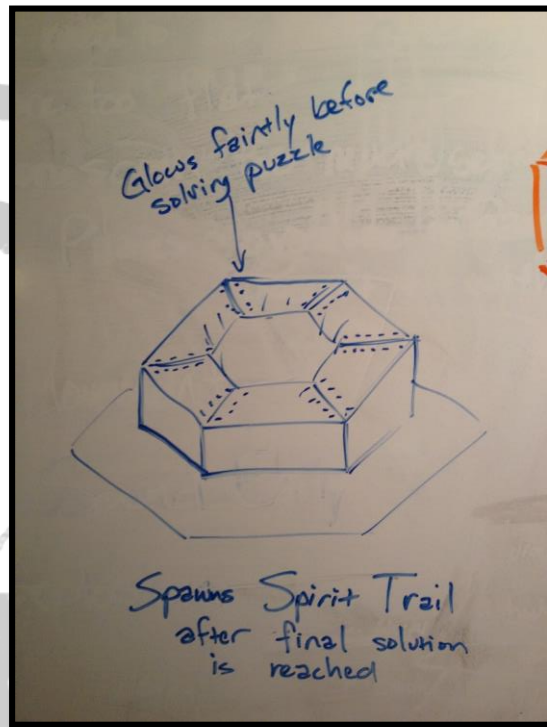
Golem Spawner



16 An inactive Golem Spawner

Golem Constructors look like mere runic cave paintings on basalt boulders, but possess great power. Upon the death of a Stone Golem, they activate by glowing blue, reconstructing a Golem from a pile of basalt shards. Golem Constructors only reconstruct Stone Golems the player or environment destroys one, and only if the Golem is within 30 m of the constructor.

Pressure Plates



17 Pressure Plate Diagram

Pressure Plates are mechanical structures that activate lattices, doors, and moving objects in the Elemental Temple. The hex-shaped plate lightly glows blue before activation, indicating that it has a role in this room's puzzle. When activated by the puzzle's final solution, a Spirit Trail spawns and flies toward the exit (See: Spirit Trail).

Basic

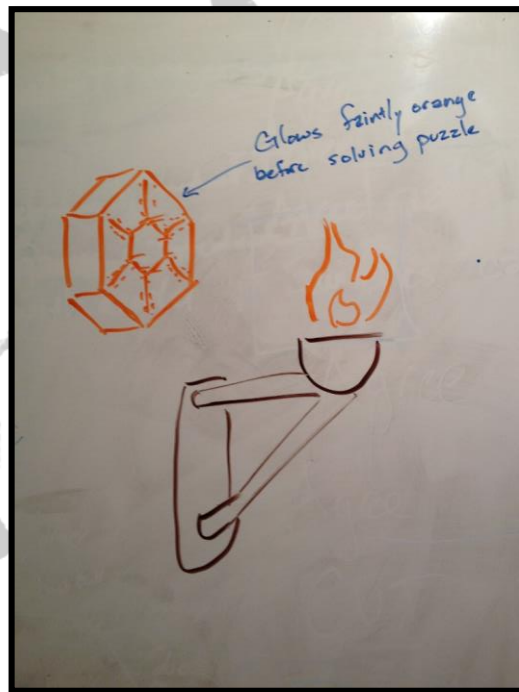
Basic Pressure Plates are 1.0 square meter, and retract under the weight of the player or ice blocks. Composed entirely of copper, they activate mechanisms in the elemental temple including lattice, portcullis, and temple doors.

Energy Pressure Plates

Energy Pressure Plates act as a Basic Pressure Plate does, but contain the spiritual energy of the Spirit Trail and have a spiritual affinity with another object in the level. Energy Pressure Plates glow blue when a Spirit Trail resides within them.

When the player suppresses the Energy Pressure Plate, its corresponding door opens and activation hex glows blue. If the player steps off the Energy Pressure Plate, the corresponding door closes and hexes fade. When the player places an Ice Block on the Energy Pressure Plate, the Ice Block sinks into the plate's basin permanently, the door opens and remains open, and the residing Spirit Trail bursts forth through the passage.

Switch Torches



18 Switch Torch Diagram

Switch Torches activate doors and lattices when lit in a level-specific combination (See: Switch Torches). Switch Torches look different from normal torches in that they have a glowing hex tile placed above them, similar to the glowing hex tile of the Pressure Plate. Like the Pressure Plate, this hex faintly glows until the player activates the final solution to the room's puzzle (at which point it spawns a Spirit Trail). Unlike the Pressure Plate, the hex behind Switch Torch glows orange.

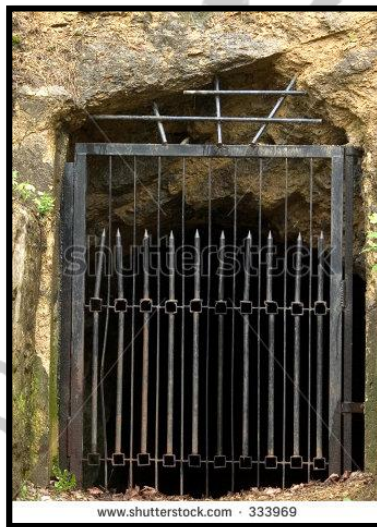
Spirit Trail

The Spirit Trail represents remnant spiritual energy from previous initiates trapped within portions of the temple. By solving the challenge of each room, Kaya releases this trapped energy, and the spiritual remnant guides her to the next challenge.

Mechanically the player does not interact with Spirit Trails, but they serve to draw the player's eye toward the critical path and further progression through the game.

At the start of each trial, the Spirit Trail grants Kaya her abilities of Ice Beam or Fireball by circling her and infusing her with spiritual energy. The emission of color-coded light from Kaya's tattoos and symbols indicating Fire and Ice convey the enabling of the Ice Beam and Fireball powers.

Lattice-work and Portcullis



19 Lattice-work Reference

Lattice-work blocks Kaya's abilities from entry, causing her to find either alternate paths of entry or alternate lines of site for casting Fireball and Icebeam. Lattice-work and portcullis' do not visibly block

the objects behind them, but they do block Ice Beam, Fireball, and shatter Ice Blocks. The craftsmanship of these objects is very crude, as though a celestial force *willed* them into existence rather than creation by a steady hand.



Pickup System

- "E" or "X Button" to pickup
- On Pickup
 - Hit "E" or "X Button" again to view Mural Piece / Amulet bead
- Menu Screen
 - Amulet
 - Amulet in the center of the screen
 - Mouse over/push left or right to "select" a bead
 - Beads illuminate upon selection
 - Each bead has a sentence description or Initiate Name (Kaya's reading it) at bottom of the screen
 - Mural
 - Mural as a rectangle in center of the screen
 - Mouse over/push left or right to "select" a bead
 - Piece illuminations on selection
 - Each piece has Kaya's description of what she thinks the piece is depicting

Mural

- General Description
 - Kaya discovers pieces of a mural that has since been torn apart
 - The mural is prophetic, and done in a hand-painted style
 - It depicts
 - Past
 - The Nature Goddess "falling" from the heavens, and forming the volcano and temple
 - The Nature Goddess incarnating herself in a Great Soul
 - Present
 - Village surrounding the Temple
 - Innukshak kidnapping initiates and casting them into the volcano
 - Future
 - One captive initiate climbing to the top of the temple
 - Controlling both ice and fire
 - Releasing the goddess
- Production
 - 1 Mural
 - Cut into 12-16 pieces
 - A sentence description for each piece
 - Kaya's commentary, guessing what it's actually depicting
 - WISHLIST: combinations of certain pieces lead to different descriptions
 - e.g. if the player gets all of the volcano, Kaya's description of the piece changes from something generic to: "Those people are being sacrificed!"

Health System/Checkpoint System

Health

The player in *Inua* has 120.0 health points ("HP"). After not receiving damage for 6.0 full seconds, the player's health regenerates at a rate of 40 points per second. Any additional damage interrupts regeneration, and restarts the 6.0 s cool-down.

Checkpoints

The player in *Inua* has unlimited lives, and after death respawns at the forward-most Copper Archway in the current level.

HUD/Camera

Camera

Inua has a first person point of view camera. The camera bobs slightly with player movement, including running, jumping, and tilting right and left with each corresponding attack. Kaya's hands enter the player's view when they use Fireball or Icebeam. By default, the right hand wields Fire, and the left hand wields Ice. Depicting their totem elements, each hand has runic tattoos that illuminate when the player uses either element.

Commented [G2]: WISHLIST: The player can change this configuration in the Options menu.

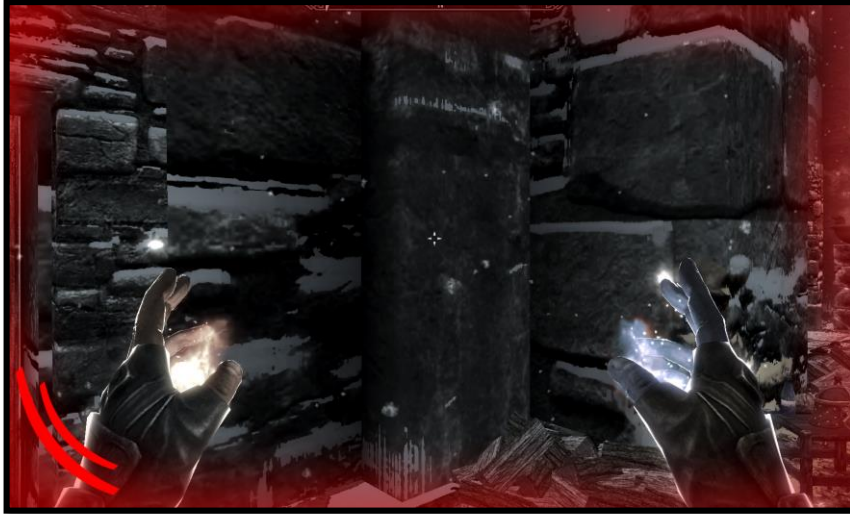
Action	Animation	Camera Movement	Duration
Run	n/a	Camera Bob	
Jump	n/a	Slight tilt downward at end of jump, dip down and back up for landing	1.0 sec
Fireball	Hand comes into right-center of screen	Tilts right for wind up (.4 sec), tilt back to center for fire (.4 sec)	0.8 sec
Icebeam	Hand comes into left-center of the screen	Tilts left for windup (.4 sec), tilt back to center for fire (.4 sec)	0.4 sec to idle
Hurt	n/a	Screen shake from center of screen (preferably in direction of golem swing - WISHLIST)	0.5 second
Gain power left/right/middle	As spiritual energy infuses her hand, Kaya clenches her hand and loosens it	Slight tilt toward either hand	1.0 sec
Danger nearby	n/a	Scripted movement to right or left	variable
Idle variations	Kaya clenches her fist, and rattles her fingers	n/a	1.0 sec

HUD



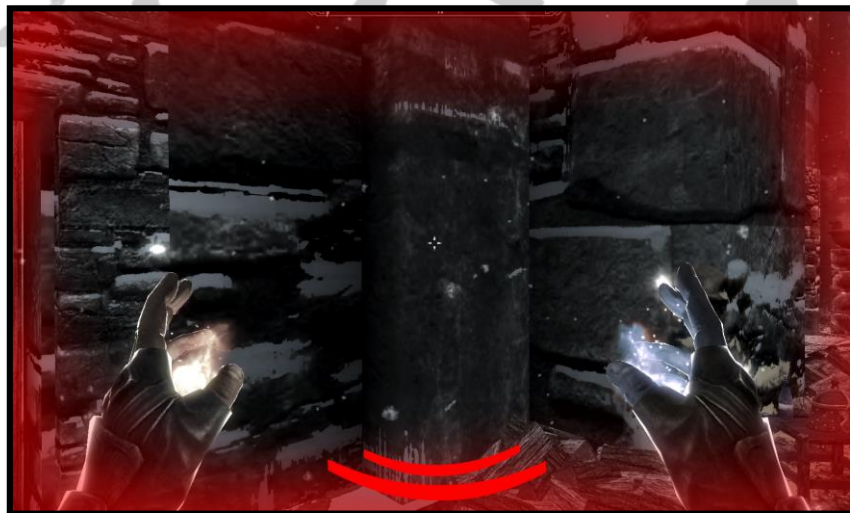
20 Inua HUD – Objectives, the player discovers a cave painting; Needs updated for default fire/right & ice/left

Inua's HUD is minimal, with a small reticle in the center of the screen as the only constant HUD element. A desaturated haze depicts the direction of damage coming from either of Kaya's sides, or behind her. This desaturation fades after .75 s. Objective and update text appears at the top-middle of the screen and fades after 5.0 seconds.



21 Inua HUD – Directional damage, the player takes damage from the left flank NEEDS UPDATED

A desaturation of the screen depicts sustained damage, and becomes darker the closer the player gets to death. This desaturation scales directly with Kaya's current health, with a clear HUD indicating full player health.



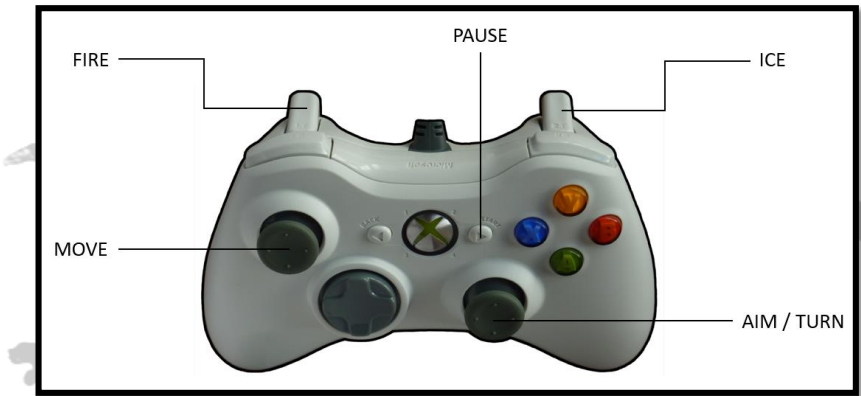
22 Inua HUD – Sustained Damage, NEEDS UPDATED

Controls

On controller, *Inua* follows the standard configuration for dual-stick shooters, with moving and strafing on the Left Joystick, and aiming on the Right Joystick. The triggers correspond to the elemental hands on screen, and allow the player to shoot Ice and Fire in quick succession.

Player Action	Controller	Keyboard
Move	Left Joystick	WASD and Arrow Keys
Aim / Turn	Right Joystick	Mouse
Jump	A Button	Spacebar
Pause	Start Button	Escape Key
Fire	LT	LMB
Ice	RT	RMB

Table 5: Controls



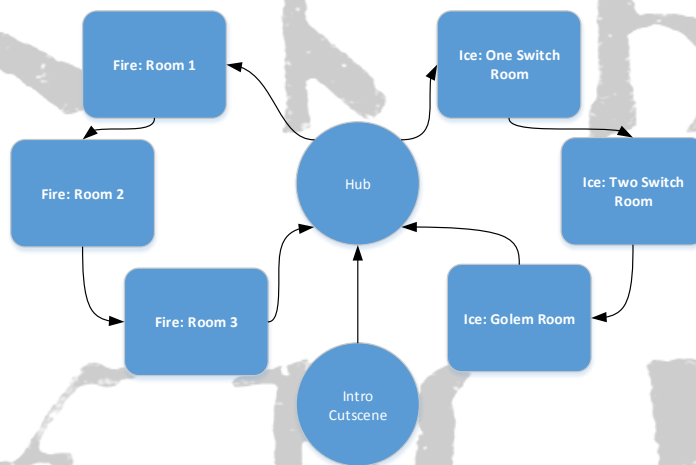
23 Inua Controller



24 Inua Keyboard and Mouse

World Layout

Game World Overview



25 Game World Overview

Environmental Color Swatch/Palette



26 Basalt, Obsidian, and Magma color palettes

Skill Progression Chart

	Room 1.1	Room 1.2	Room 1.3	Room 1.4	Room 1.5	Room 2.1	Room 2.2	Room 2.3	Room 2.4	Room 2.5
Jump/Move	X	X	X	X	X	X	X	X	X	X
Pressure Plates	X	X								
Pushing Objects	X	X	X							
Doors/Lattice	X	X								X
Freeze Steam		X								
Freeze Water			X							
Freeze Geysers				X						
Slow Golem					X					
Wet Golem					X					
Freeze Golem					X					
Burning Moss						X				
Fire Spreading						X				
Torches (Switches)						X				
Shockwave							X	X		
Create Steam								X		
Melt Ice								X		
Exploding Lava								X		X
Thaw Golem									X	
Enrage Golem									X	X

Level 1 – Rite of the Wolf

Room 1

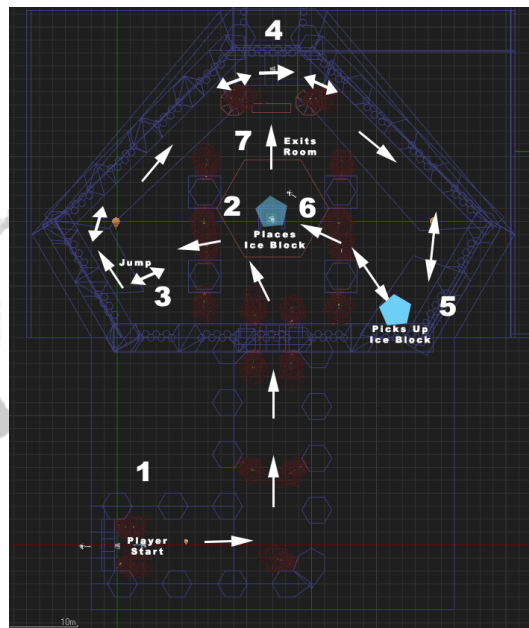
Gameplay Overview

Skills learned – Player jump & Pressure Plate to open door

- a. Move supplied ice block onto pressure plate

Transition Hallway <Golem bangs on the wall and makes noise before storming off>

Overview Map



Level Flow

1. Player sees door close in front of them giving ominous start to game
2. Player sees pressure plate opens door, but cannot get through door in time
3. Player jumps on raised platform teaching jump mechanic
4. Player makes their way around room jumping to each raised platform to reinforce jump
5. Player picks up ice block (Collectable item under gap of platforms)
6. Player places Ice Block on pressure plate giving it weight to hold door open
7. Player exits room

Room 2

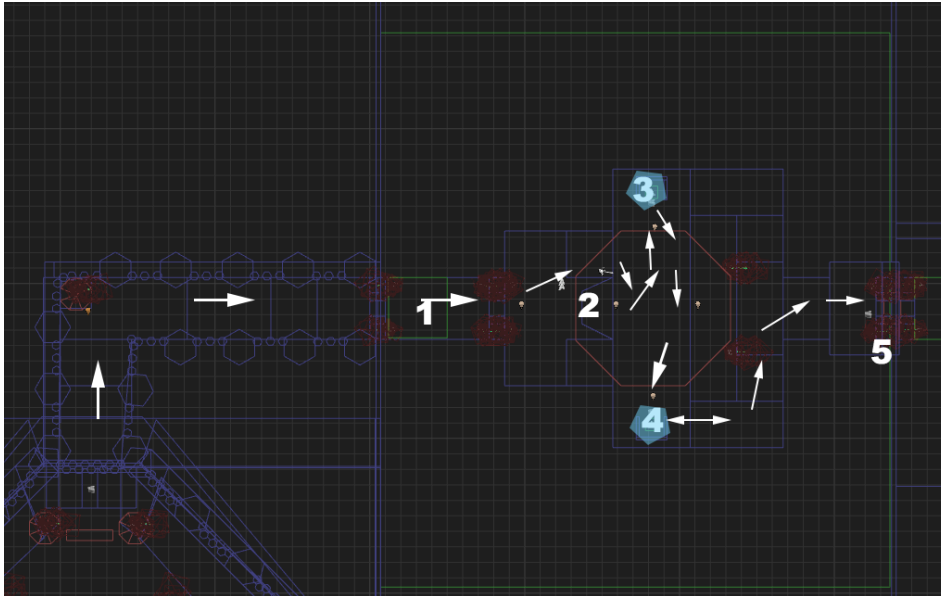
Gameplay Overview

Skills learned – Steam vent to Create Ice Block

- a. 2 pressure plates
- b. Exit door on raised level. Pressure plate positions ice block for players to jump on block and jump up to the exit door.

Transition Hallway – Chance for visual introduction of lava here, or later on.

Overview Map



Level Flow

1. Player unlocks ice powers (players hand lights up)
2. Player sees steam vent on raised platform
3. Player Freezes steam creating ice block then carries block to pressure plate
4. Player creates a second Ice block and places it on pressure plate then jumps on ice block to reach raised area. Reinforces freezing steam, and teaches jumping on ice blocks
5. Player exits room

Room 3

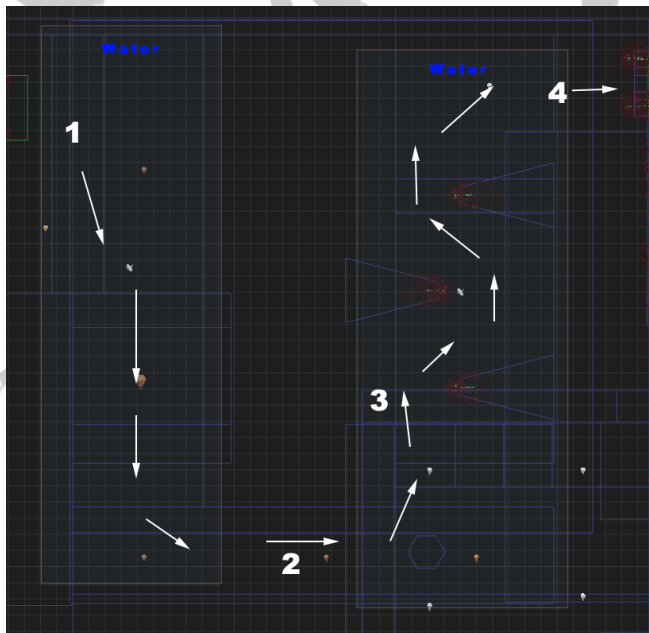
Gameplay Overview

Skills learned – Freeze water

- a. cross an impasse with a ramp.

Transition Hallway <Push ice block across frozen water to jump up to an elevated platform.

Overview Map



Level Flow

1. Player uses ice powers to walk across water (ramp at the start allows player the chance to start over).
2. Player moves to second water pool.
3. Player freezes water to walk across water while moving around obstacles. There is a ramp at start. The section reinforces walking on water and gives fun challenge.
4. Player exits room.

Room 4

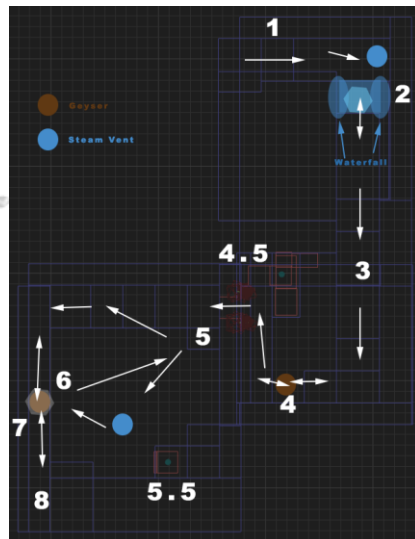
Gameplay Overview

Skills learned – Freeze Geyser to create a platform

- Golem rocks the ground causing a basalt column to fall and opening up a static geyser that is always at the same height.
- Players freeze the geyser to create platform to reach the exit.

Transition Hallway

Overview Map



Level Flow

- Player enters room and sees running water
- Player freezes both waterfall sources stopping water flow. Player creates ice block by freezing steam vent. Player uses ice block to jump onto raised platform.
- Player moves into new section and sees a geyser erupting over a gap in platforms
- Player freezes the geyser and jumps onto the geyser top then to the next platform
- 4.5: Player drops down to pick up the collectable then repeats geyser jump
- 5: Player enters room. They see a geyser erupting and lowering and a steam vent. The player creates an ice block using steam and places it on top of the geyser at the origin
- 6: The geyser erupts with ice block on top. The player freezes the geyser at its apex.
- 7: The player jumps on to the ice block allowing them to reach the raised platform.
- 8: The player exits the room

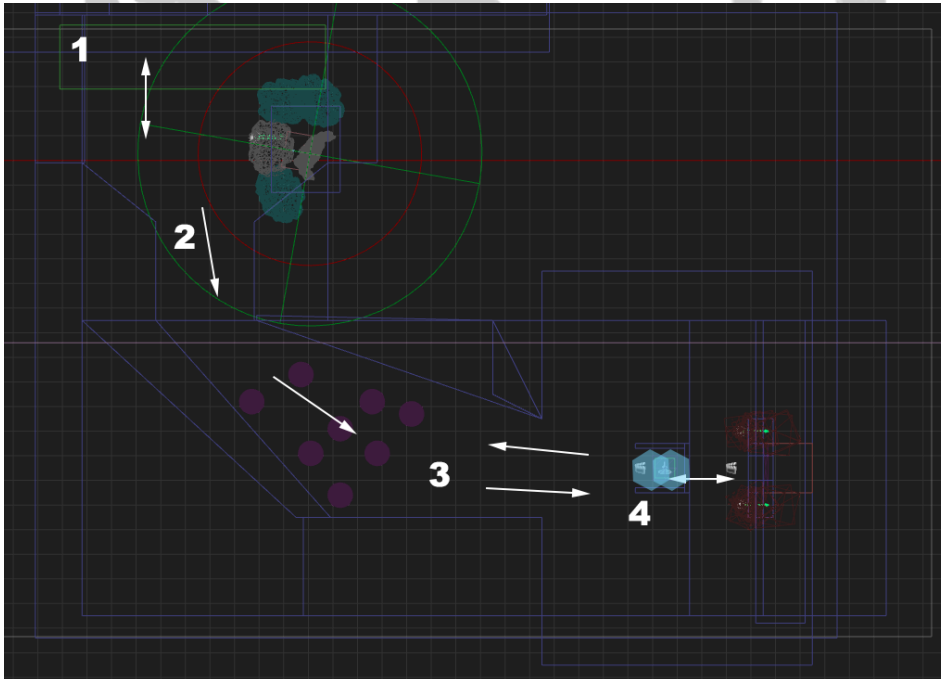
Room 5

Gameplay Overview

Skills learned – Slowing, wetting, and freezing Golem

Players drop down from a ledge, chased down a corridor by the Golem, slowing it with ice as they go, passes through steam which wets the Golem, and players are then able to freeze the Golem.

Overview Map



Level Flow

1. Player jumps down from cliff.
2. Golem burst through rocks. Player uses ice powers on Golem slowing him.
3. Golem follow player as they run through steam vents. Steam wets the golem allowing the player to freeze them in place.
4. Player makes ice blocks with steam and uses one for the pressure plate then stacks another to jump to the exit.

Environment Concept

Overview Map/Key

Walkthrough

Environment Concept

Overview Map/Key

Walkthrough



Level 2 – Rite of the Orca

Gameplay Overview

Room 1

Skills learned – Burning Moss

- a. Moss blocking path
- b. Fire spreads on ground
- c. Fire lights torches along walls
- d. One torch blocked by a waterfall
 - a. Two-halved portcullis connected to the torches

Room 2

Skills learned – Use Fire to make Shockwave

- a. Corridor where the temple has caved in
- b. Steam vent in front of temple debris blocking path
- c. Player blows away debris with Shockwave, revealing a larger room

Room 3

Skills learned – Creating Steam & Using Shockwave

- a. Lower area of room is filled with debris and steam vents – fun destroying things
- b. Pool of water at the upper level created by a melting glacial structure. Player creates steam to blow away debris
 - a. Melt Ice Block away that is blocked in by debris to create steam

Transition Hallway. Shockwave to push pillar down

- a. Explode shockwave break pillars and creates ramp, revealing an elevator platform with light streaming in from above
- b. The player ascend within the grate of an elevator. A Golem charges into the grate, and roars in frustration

Room 4

Skills Learned – Lava Kills Golems; Obsidian Floats on Lava

- a. A stadium shaped room, with lava in the grate beneath: cracks or superheated copper aqueducts along the walls are illuminated by lava from within, directing the player's eye toward debris and steam vents nearby
- b. Spiritual Energy from the melted golem activates the door above
- c. Temple columns stand at varying heights around the room. The player blows away debris, filling up the room with lava
- d. To get to various debris and sources of lava, the player must jump from platform to platform.

Room 5

Skills learned – Thaw & Enrage Golem

Commented [G3]: NOTE: If we use the "Ice Block Spawners" to provide a supply of ice blocks to the player, we can allow them to move the ice block to debris itself later on

- a. The player comes out of the Lava Room to a balcony overlooking an Arena. The stairway leading downward is broken (drop down)
- b. The frozen golem stands in the center of the room
- c. Enrage him to break through portcullis to open path

Skills learned – Lava kills golems; some doors open when golems die.

Objective: Kill a Golem to open a door.

- a. Chase continues into room
- b. Lava pit
 - 1. Kite Golem into Lava Pit

Environment Concept

Overview Map/Key

Walkthrough

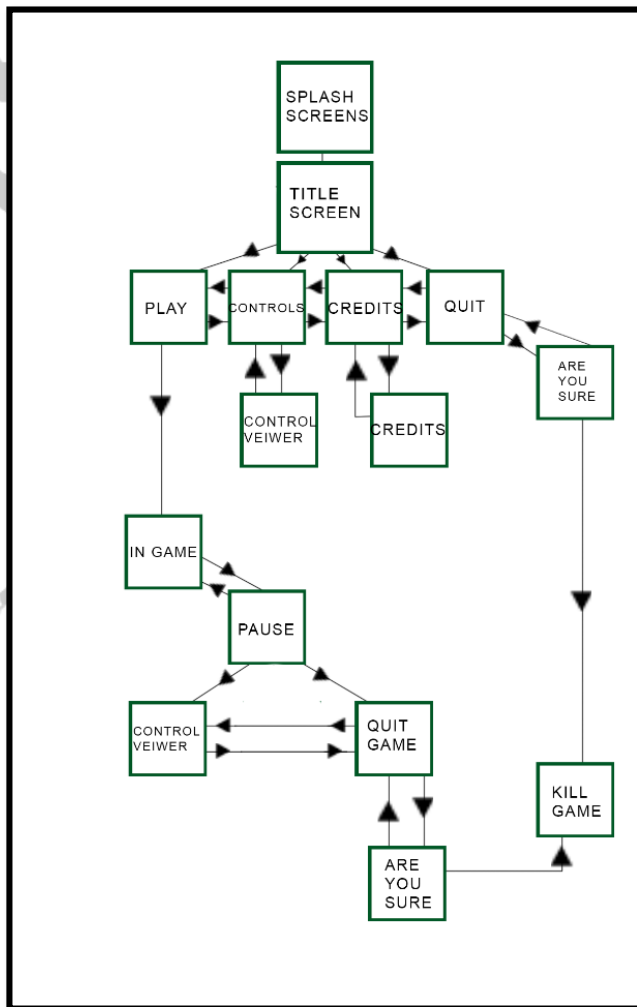
Commented [G4]: Scripted Event Possibility: the stairs fall away

Level 3**Gameplay Overview**

Instruction: State the primary focus(es) and gameplay experiences for the player in this level.

Environment Concept**Overview Map/Key**

Menu System



27 Menu flowchart, requires updates for save slots

Installation

The same red and blue *Inua* icon goes with the install, desktop, start menu icons, and short-cuts. The uninstaller uses the same image but is flipped in colors.

Title Splash Screen

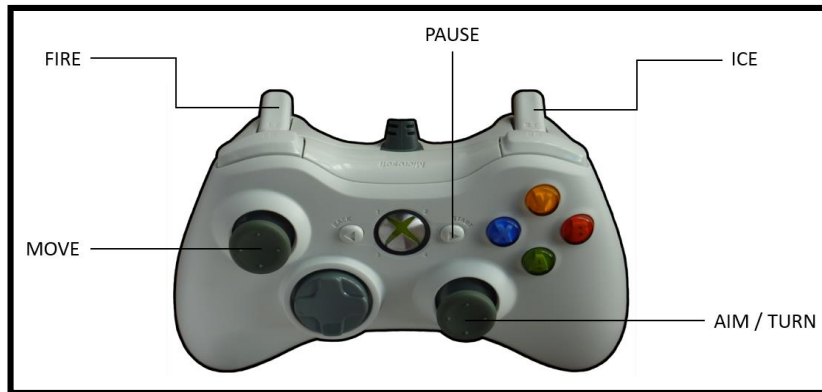


28 Guildhall Splash Screen

Main Menu

- New Game
 - Select File Slot 1-3
- Continue
 - Select File Slot 1-3
- Options
 - Sound
 - Graphics
 - Controls
- Quit

Controls Screen



29 Placeholder Controller Diagram



30 Placeholder Keyboard Diagram

N W K

Credits Screen

Position Title	Name
Lead/Production	Matt Worrell
Game Designer	Jon Clark
Level Artist	Taylor Smith
Lead Level Designer	Jason Leary
Lead Programmer	Trevor Youngblood
Artist	David Gautier
Artist	Amanda East
Level Designer	Michael Crawford
Programmer	Laura Brothers
Programmer	Evan Kohn
Programmer	Brian Rust
Programmer	Hoang Nguyen

Table 6: Credits

Exit/Pause Screen

- Pause Menu
 - Resume
 - Options (same as in Main Menu)
 - Quit

Game Over Screens

Upon death, the screen fades to black and the player restarts at the nearest, forward-most checkpoint.

Intro/Level-to-Level/Outro Cut-Scenes (if applicable)

- Cave painting style intro
 1. Leaving the town
 2. Camera view from back, ominous temple in the distance, dormant volcano
 3. Climbing up and going into temple door
- Cave painting style outro
 1. Activation of the Shrine
 - a. The Volcano erupts, destroys the Village
 - i. New life grows from the ashes
 - b. The ice melts, and water flows.
 - i. The village prospers.

References

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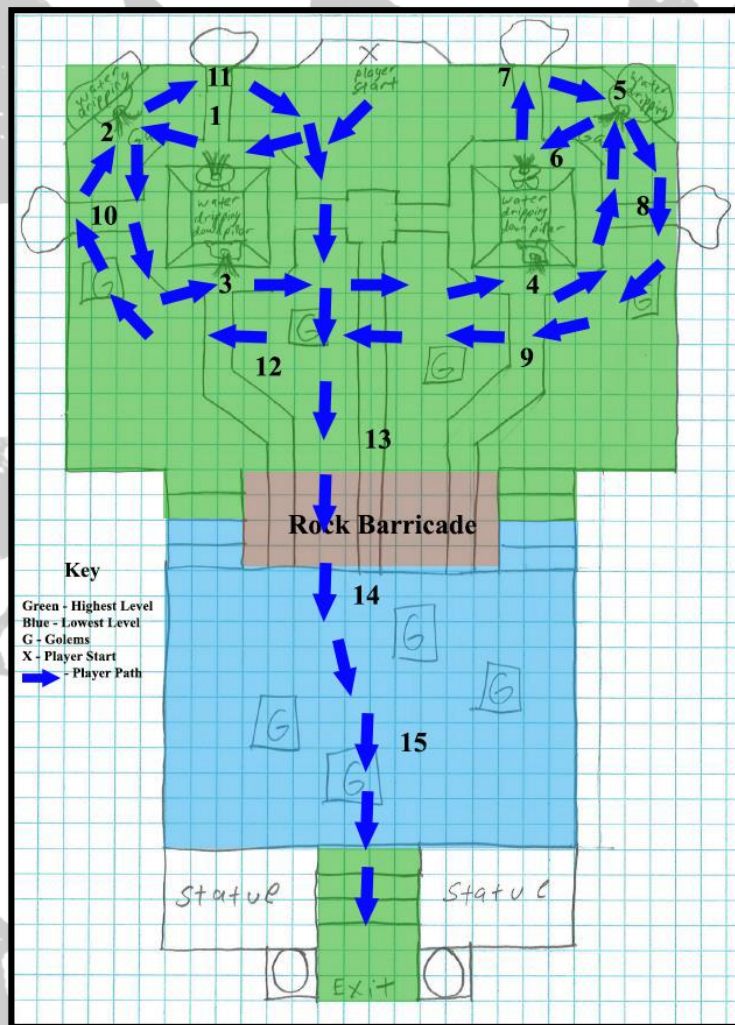
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Appendix A - Puzzle Artifacts

Lava Pit Puzzle



31 Lava Pit Map

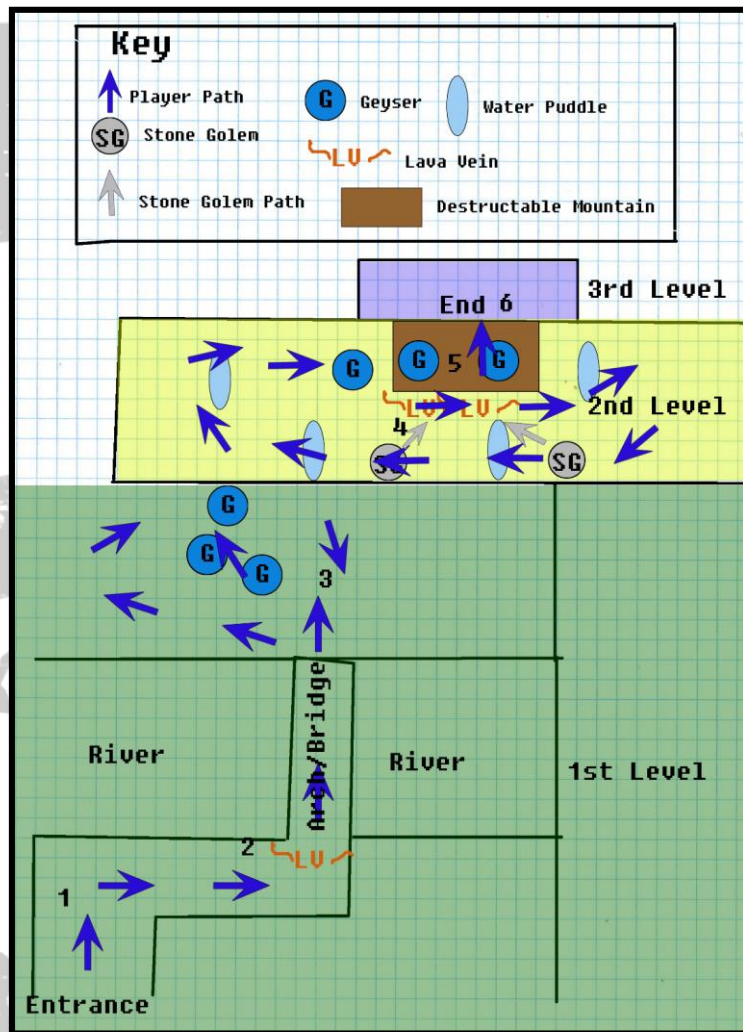
Walkthrough

1. Kaya enters the room she sees the exit on the other side of the room is impossible to reach because of a deep gap. Additionally, she hears the sound of rushing gas. She looks around and sees a stone

face spewing green flammable gas, which she had encountered before. Kaya knows she cannot use her fire in here or it will ignite the gas. As she inspects the pillar closer, she sees there is water flowing over it. She uses her ice on the water to seal the vent.

2. Kaya follows the sound of the gas and finds another face on the wall, which she seals with her ice.
3. Kaya moves around the pillar and freezes the stone face on the opposite side.
4. The still filled with the green gas, and she follows the sound of the rushing gas to another pillar with a face on the opposite side of the room. She freezes and seals that face.
5. Kaya seals another face on the stone wall.
6. Kaya moves around to freeze and seal the final gas vent with her ice.
7. With all gas vents sealed, the green gas begins to dissipate, and she sees the orange glow coming from the lava flowing over ice in the ceiling. Kaya moves to the first orange glow and uses her fireball to melt the ice. It feels the lava overhead, which begins to flow through the channels in the floor.
8. Kaya moves to the next orange glows and melts that ice, releasing the lava trapped in there.
9. As Kaya moves around to the other side of the room, she notices golems standing next to the channels, which now have lava flowing through them. This creates an opportunity for a trap. Kaya runs, jumps over the channel, turns and fires a fireball, which hits the artificial lava vein and explodes, killing both golems that were standing there.
10. Kaya arrives at the next orange glow, melts the ice, and releases a third flow of lava.
11. Kaya moves to the final lava source, melts the ice with her fireball, and frees the last of the lava.
12. As Kaya moves to the front of the room, she sees two more golems to her right. A quick fireball to the lava vein there blows them up and reduces them to rubble.
13. As Kaya reaches the front of the room, she sees the lava is held up by a rock barrier. Kaya flings another fireball at the artificial lava vein, destroying the barricade with a massive explosion. The lava flows freely into the pit, filling it and melting the golems within.
14. The lava continues to flow until it has filled the pit high enough that she could just walk to the other side. Kaya uses her ice ability to freeze the lava and she begins to cross.
15. Kaya has to work fast as she crosses the lava since the ice is melting almost as fast as she can lay it down. It is a very slow and tense progression, but Kaya makes it to the exit on the other side and at least temporary safety.

Geyser Puzzle



32 Geyser Cave Map

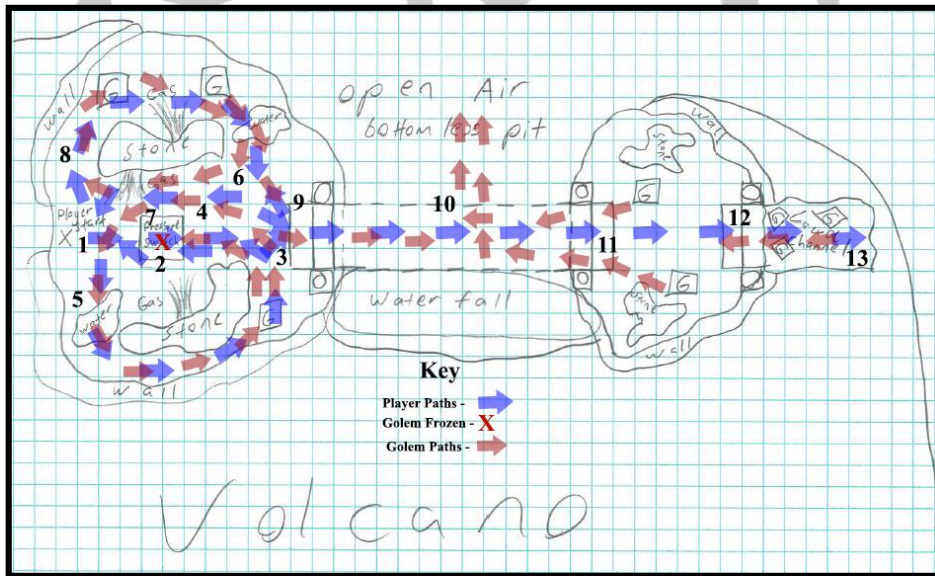
Walkthrough

1. The Player enters the area and observes a raging river in front of them. The river is too deep to create a bridge or to use steam. The player's attention is drawn to the area where the players need to go.

2. Players approach what use to be a stone walkway, with only the archways remaining. Players throw a fireball at a nearby lava vein to destroy the pillars of the arch. This creates a bridge that the players can then use to travel across the gap.
3. Once players cross the gap, they notice a set of geysers that periodically go off. The player freezes each geyser at a specific height in order to create pillars the players can then jump onto to reach the next level.
4. On the next level, the players notice a set of Stone Golems patrolling the area. Players can either use the nearby lava veins to destroy the golems, or use the various puddles in the area to freeze them.
5. Near the edge of the mountain is a geyser that does not reach high enough to reach the top. Once players destroy the lava veins, the mountain falls apart. This reveals additional geysers that players can freeze to get to the top.
6. Once players reach the next level, they can move onto the next area.

16.

Bridge Puzzle



33 Bridge Puzzle Map

Walkthrough

1. Kaya enters the room and notices that green, flammable gas has filled the room. She knows that her fire ability is off the table. Kaya sees a pressure switch in the middle of the room.
2. Kaya runs forward and steps on the switch, activating the bridge in front of her.
3. She runs for the bridge, but it retracts before she can reach it. This gets the attention of the golem to her right who begins pursuit.
4. Kaya runs back towards the entrance as fast as she can. She notices some standing water on the ground to her left.
5. Kaya runs towards the water as the golem continues its pursuit. Just as she is about to cross the puddle she shoots it with a fireball creating steam. The golem follows Kaya through the steam cloud getting it wet.
6. As Kaya comes around the natural stone pillars, she sees two additional golems from the opposite side of the room coming after her.
7. Kaya runs over the switch and stands on just other side, leading the wet golem in place. Once the wet golem is over the switch, she freezes that golem in place, keeping the bridge activated.
8. Kaya runs around the stone obstruction on the far side of the room, just as the other two golems are about to catch her.

9. Kaya leads the golem on a chase around the pillar. Just as she is about to head up the stairs to the bridge, she turns to see one of the golems still standing in the water puddle. She freezes the puddle locking the golem in place. The second golem becomes frustrated that it is stuck behind the frozen golem. The second golem destroys the stuck golem and continues pursuit. Kaya runs up the stairs and starts across the bridge.
10. As Kaya runs across the bridge, the two golems on the opposite side of the bridge see her coming and starts charging towards her. Kaya sees the waterfall to her right, and flings a fireball, creating steam. She waits for the golems to pull even with the steam, and then Kaya throws a fireball at the steam, creating a shockwave and blowing the golems off the bridge and down to the bottom of the mountain. Kaya continues across the bridge just as the final golem in pursuit is almost upon her.
11. Kaya reaches the other side of the bridge and turns to see the golem still in pursuit, but beyond the steam. Thinking fast, Kaya flings a fireball into the switch room, which ignites the gas and creates a massive explosion, destroying the frozen golem still on the switch. This releases the bridge, which retracts, dropping the pursuit golem to its doom.
12. As Kaya starts up the stairs towards the tunnel leading to the exit, she sees three more golems heading towards her. The ice that serves as the ceiling of the tunnel is glowing orange with the lava flowing overhead. Kaya shoots the ice with her fireball, melting the ice ceiling and bringing down the lava on top of the golems, melting them.
13. With her path cleared of her enemies, Kaya uses ice to freeze the lava, and create a safe path for her to the exit.